
Title: Vol. 2 Dead Wood

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Dead Wood

The next stop is the forest's outside of Minoc where we encounter the dreaded Reaper's. Reaper's, much like the Elementals of Sosaria, are beings created by dark magical forces coming in contact with the very forest itself. It is because of contact with these forces that the Reaper's have become magical reagents themselves. By extracting pieces of these magic wielding trees, a Necromancer may use this reagent, more commonly known as "Dead Wood" to cast spells of Protection and Binding. Another aspect of Dead Wood is that it house a much darker power than it's more common replacement, Spider Silk. Allowing for the such spells as Mask of Death, Quake, Rock Flesh, Summon Dead, and Withstand Death. Again very little is known about it's alchemic properties do to Dead Wood's tendency to blend with other Reagents.